

Introduction

The ambitions of athletes from all corners of the earth culminate in THE GAMES, for it is here that the cream of the World's sporting elite are gathered for a once in a lifetime opportunity to compete for the most coveted titles known to man.

Now Epyx give you the chance to compete with the World's best in eight thrilling events that will test you skills to the limit!

Loading the Program

Plug your joystick into port no 2. Note: You can use two joysticks for two player competition in Velodrome Cycling. When playing that event, plug a second joystick, if you have one, into port no. 1.

Turn on the system. (For Commodore 128, hold down the Commodore key when you turn on the system to set it to C64 mode. Alternatively type GO 64 at the prompt and press RETURN. When the prompt reappears, type yes.)

Commodore 64/128 Disk Version

- 1. Insert Disk A (front) into the drive, label side up.
 - 2. Type LOAD "***,8,1 and press RETURN.
 - 3. The program loads. You will see a series of colourful illustrations which depict the stadiums where the games are to be held. Then you see the title screen and finally the village map.
- Note: To bypass the opening scenes, press the joystick button to go directly to the village map.

Commodore 64/128 Cassette version

Press SHIFT and RUN/STOP keys together and press PLAY on the Cassette recorder. The cassette is recorded with four events on each side. The cassette files are sequential. If you want to load and play an event which is before the point where you are on the tape, you must rewind the tape before attempting to load it. For example: If you have loaded and played Diving and you now want to play Archery, the cassette must be rewound to a position before Archery. The order of events is in the options menu. It may help when positioning the tape if you zero the tape counter after loading the main menu and make a note of the counter reading after each event.

After playing event number 4 on side one, insert side 2, rewind and press PLAY.

To abort any event, whether competing or practising, press RUN/STOP and then RESTORE. The menu will automatically be reloaded from the cassette.

Pre-Game Screens

The nine choices on the village map are:

Archery

Diving

Hurdles

Rings

Other Options

Velodrome Cycling

Hammer Throw

Pole Vault

Uneven Parallel Bars

Choose between competition or practice play. In practice play your scores are not saved so no medals are awarded.To select practice play move the joystick to select one of the events, then press the joystick button. For competition play, highlight Other Options, then press the joystick button.

Practice Play

To practice an event use the joystick to move the torch to the appropriate game event icon on the village map.

Press the joystick button to practice that event. After completing the practice round, you'll be asked if you want to play the event again. Select YES and press the joystick button to return to the same event. Selecting NO and pressing the joystick button will return you to the village map.

Other Options Menu

- Select Other Options and you will then be presented with six choices:
- Change names
 - Opening Ceremonies
 - Compete in all events
 - Compete in some events
 - View World Records
 - Return to village
- Change Names**
- This option gets you started in competition. Select CHANGE NAMES and press the joystick button. A screen invites you to type in the names of your contestants and designate the flags of their countries. Follow these steps:
1. Type in the name of the first contestant. Press DEL to erase any mistakes.
 2. The screen shows you the flags of three countries at a time (a total of 18

- countries in all), with the central flag highlighted. Move the joystick left or right to select a country. Pressing the joystick button will start the national anthem for that particular country.
3. Press RETURN to enter the next contestant's name.
- Note: If you wish to play in teams press the same flag for more than one contestant.
4. Use the cursor keys to edit. When you have finished entering your contestants, press the F7 key to return to the OTHER OPTIONS screen.

See Opening Ceremonies

Highlight this option and press the joystick button to replay the opening sequence. Press the joystick button to return to the village map, or wait for all the credits to appear after which you will be returned to the village map automatically.

Compete in All Events

Choosing this option allows you to compete in all eight events automatically. Follow the game play instructions on this sheet as you compete in each event.

Compete in Some Events

Select this option and once again you will see the Village Map. Move the torch to the appropriate event icon. Pressing the joystick button will select that event. You can choose as many or as few events as you wish. You will be automatically taken in turn to compete in your selected events. Follow the game play instructions on this sheet as you compete in each event.

Note: During an event pressing the RESTORE key will stop play and return you to the Village Map.

View World Records

Selecting this option will present you the World Records for each of the eight events.

Return to Village

Select this option to return to the Village Map.

Game Play Screens-Disk only

When a prompt asks you to insert a different disk side, remove the disk in your drive and insert the disk corresponding to the side needed. (The front of the disk is labelled, the rear is not.) Press the joystick button to see the opening screen for the event in which you will compete or practice.

Once you've played a competitive event, a screen appears telling you what previous World record was set with this computer game as well as any current World record, if any. Pressing the joystick button will start the next event.

Ending Screens

After completing all the competitive events chosen, a screen appears listing the medal winning countries. A second screen follows automatically listing previous and current world records.

The FINAL STANDINGS screen shows you the name of each contestant; the number of gold silver and bronze medals won, as well as total points scored. Gold = 5 pts., Silver = 3 pts., Bronze = 1 pt. Then the award ceremonies will start featuring the leading medal winning countries.

Note: If more than one player chooses the same country, the medals are combined to determine the medal winning countries. This allows players to compete in teams.

ARCHERY

In this event you control the pull of the bow while compensating for wind speed and direction as indicated by the windsock. You'll shoot three arrows at a target 90 metres away. You will have 1 1/2 minutes for the event.

Joystick Controls

1. Press the joystick button to pull back on the bow. To reduce or increase the amount of pull move the joystick handle left or right.
2. Once you've pulled on the bow, pressing the joystick button will reveal a close-up window which will show the bow sight in relation to the target. You cannot readjust the pull once the button has been pressed.
3. Line up your arrow with the target by moving the joystick handle. Compensate for the wind factor as indicated by the windsock.
4. To release the arrow press the joystick button.

Note: After you shoot an arrow, a close up of the target appears showing your shot. In the upper right window, you'll see the time that is left to shoot your remaining arrows and your score in this round so far.

Scoring

The illustration of the target describes the scoring. Arrows landing on the dividing line between two colour zones earn the higher score. Failing to shoot all your arrows in the allotted time means that you will only score on the shots within the time.

Chalk Talk

Keep cool and make every arrow count.

There's a gusting wind, so keep an eye on the windsock and adjust your sights to compensate. Better still wait for a lull in the wind before sighting in and shooting.

Also watch your bow tension - the harder you pull, the higher the arrows line of flight. Practice drawing the bow, sighting in and releasing until they all seem part of one movement.

Think Gold!

- Be aware of wind speed and direction at all times.
- Develop a fluid "one movement" shooting style.
- Concentrate on the bullseye, not the clock.

VELODROME CYCLING

This event is a 1000 metre sprint; two riders starting on a 333 1/3 metre track. At the starting gun the competitors go slowly through the first two laps, jockeying for trailing position. Then at the sound of a bell marking the beginning of the third lap they break away and race to the finish. The first competitor across the line is the winner.

You can choose to play either against the computer or a friend. You'll require a second joystick to compete against a friend.

Joystick Controls

- Computer Opponent / Tournament Play
1. The first screen asks you to decide between Tournament Play or Computer Opponent Play. Tournament Play requires two joysticks (bottom screen - joystick 1; top screen - joystick 2). Computer Opponent requires only one joystick (you will be using the top screen). For a one player game choose Computer Opponent and press the joystick button.
 2. In Tournament Play the screen displays the contestants names and countries. Press the joystick button.
 3. This brings up a screen split into three sections showing an aerial view of the track on the right; dots showing the relative positions of the two cyclists.
 4. To start, press the joystick button and wait for the sound of the starting gun. (In Tournament Play both competitors must press their joystick buttons.)
 5. Move the joystick up and down to start racing. Your opponent will automatically start racing.
 6. To increase your speed, move the joystick up and down more vigorously.
- Note: If you follow closely behind you opponent, you will hear a "shhh" sound, indicating that you are "drafting". Getting in your opponents slip stream means less pedalling for you!
7. Move left or right on the track by moving the joystick left or right.
- Note: Underneath each cyclist's window is a bar indicating each cyclist's strength. This bar flashes when you win.
8. You'll be timed through the final lap as indicated by the bell. At the end of the race the finishing times of both players are given.

Scoring

The cyclist who finishes first in a single heat wins that race. However in the case of multiple player and computer opponent competitions, the time of the final lap is used as a tie breaker.

Chalk Talk

There are tactics you can use to be a winner in this three lap race. But first a caution about stamina. By pacing yourself you will have a spurt of reserve

speed to call on when you need it most - in the stretch.

One way to conserve strength is by "drafting" - letting your opponent's airstream pull you along until you're ready to make your move. To "draft", get behind your rival by turning up the slope momentarily. This will slow you down. As your opponent scoots by, turn back down and follow closely in the drafting position.

Monitor your fatigue factor - along with your opponent's - by watching the endurance bars under your racer. The larger the bar the more stamina you have left. If you begin to tire, move the joystick faster to maintain your speed. Listen for the bell that signals the final lap. Judge your reserve, then sprint to the finish.

Think Gold!

- Be cagey, learn to pace yourself.
- "Draft" on your opponent whenever possible.
- When playing against the computer opponent, wait for him to start. This will let you start "drafting" sooner.
- Keep to the inside of the track!

DIVING

The event begins with the diver on the board ready to start the first of three dives. Each dive will be scored by five judges. The more difficult dives are worth more points. During practice play, your dives are evaluated. A wheel is located under the diving board. The closer this wheel is to the diver the more spring he can get out of the board, and the higher he can jump.

Joystick Controls

Moving the Diving Wheel

Press and hold down the joystick button while moving the joystick to the right to bring the wheel away from the pool, or to the left to bring it closer to the pool.

Forward Dives

Start your dive by moving the joystick to the left. After several steps the diver will begin his jump to spring off the board. Hold the joystick down just prior to the diver landing on the board and you will get added height to the dive. The longer you hold, the higher the jump.

Select the joystick sequence you need for the dive you want as follows:

Type of Dive	Joystick Control
Swan Dive	Move the joystick up and then down to enter the water.
Normal Forward Dive	Move the joystick left until the diver enters the dive. Then pull the joystick down to enter the water.
Forward Somersault	Move the joystick left and release just before the diver makes a complete somersault. Then pull the joystick down to enter the water.
Front Pike	Move the joystick left and at the same time press the joystick button. Then pull the joystick down to enter the water.
Forward Twist	Move the joystick up while pressing the joystick button but release after the diver completes a half twist. Then pull the joystick down to enter the water.
Normal Reverse	Move the joystick right then pull down as the diver enters the dive. Then pullthe joystick down to enter the water.
Reverse Somersault	Move the joystick right and release just before the diver makes a complete somersault. Then pull the joystick down to enter the water.

Reverse Pike

Move the joystick right while pressing the joystick button. Then pull the joystick down to enter the water.

Backward Dives

Tap the joystick to the right. The diver will then walk to the end of the board. As he nears the end of the board, pull the joystick down and hold to stop the dive. Release the joystick and enter the sequence for the dive you wish to perform as detailed below:

Type of Dive	Joystick Control
Back Layout	Move the joystick up, then pull down to enter the water.
Outside Dive	Move the joystick left and release it just before the diver starts a somersault. Then pull the joystick down to enter the water.
Inside Dive	Move the joystick right releasing it just before the diver starts a somersault. Then pull the joystick down to enter the water.
Back Somersault	Quickly move the joystick left and release it just before the diver completes one revolution. Then quickly pull down to enter the water.
Inward Back Pike	Move the joystick right while pressing the joystick button. Then pull the joystick down to enter the water.
Outside Back Pike	Move the joystick down and quickly move it to the left while pressing the joystick button. Then pull the joystick down to enter the water.
Back Twist	Press the joystick button at the same time that you move the joystick up. Then pull the joystick down to enter the water.
Inward Somersault	Move the joystick right and release before the diver completes one revolution. Then pull the joystick down to enter the water.

Different Variations of a Dive

You may want to try different ways of making the same dive. You need to practice your timing on releasing the joystick movements. The table below shows some of the types of dive that are possible:

Forward Dives:	
Forward Dive	Twist
Reverse Dive	Forward Somersault
Outside Dive	Forward Quadruple Twist
Inside Dive	Forward Pike
Swan	Reverse Pike
Backward Dives:	
Forward Dive	Twist
Reverse Dive	Outside Somersault
Outside Dive	Inside Somersault
Inside Dive	Outside Pike
Layout	Inside Pike

Different Dive Combinations

Try combining dives by quickly activating a second dive after you've started the first. For example you can combine a back twist that changes into a back somersault by moving the joystick down, and then quickly moving it up at the same time that you press the joystick button. Then as the diver goes into his twist,, quickly move the joystick to the left. It will take practice for you to get the coordination and timing to work well together.

Scoring

- Each judge assigns a figure from 0.0 to 10.0 to your diver, giving the highest possible score. The ratings are awarded for:
- Quality of dive execution
 - The number of combinations in a single dive
 - The height of a dive
 - The quality of the diver's entry into the water

Chalk Talk

In the springboard competition, you'll work from a board 3 metres above the water and perform three dives. These you select from a menu of 16 dives.

The judges score each of your efforts based on the difficulty of the dive and the smoothness of your execution. The trick is to put together dive combinations that show you're master of this event.

Concentrate on timing. It takes less than a second for a dive to go wrong. A single mistake can often knock you out of contention - even when you're comfortably ahead on points. Perfect your entry! Most judges tend to award the highest score to the smallest splash.

Think Gold!

- Practice specific dive combinations; make them your speciality.
- Consistently go for height.
- Finish each dive with a short entry into the water.
- Enter the water with minimum splash.

HAMMER THROW

In this event the competitor swings a "hammer", a heavy solid ball attached to a steel chain over a metre in length. Standing in a circle a little more than two metres in diameter, he first warms up, rocking the hammer to get the rhythm of the swing. Then he goes into his wind-up, spinning the hammer above his head. Finally, he makes four or five body turns, moving toward the edge of the circle before releasing the hammer. The distance the hammer travels is the competitor's score, and the best of three throws represents his top score for the event.

Joystick Controls

Press the joystick button to enter the spin phase any time during the warm up sequence. Increase the hammer travel during the spin phase by moving the joystick in a circular anticlockwise direction.

Press the joystick button again to enter the revolve stage, where the competitor rotates his body as he revolves the the hammer above his shoulders. When the competitor has reached his top spin speed, press the joystick button to release the hammer.

Scoring

- The longest of three throws score.
- Throw Faults are as follows:
- Press the joystick button too late for the release and the hammer will make a hole in the fence.
 - Press the joystick button too early and the hammer will appear to be coming out toward you instead of down the field.
 - If you don't press the joystick before the thrower steps out of the circle, he'll be literally lifted out into the air!
 - If the thrower spins too slowly during the revolve stage, he will wrap the hammer around himself.

Chalk Talk

The "hammer", a metal ball attached to a grip by a spring steel wire, weighs 16 pounds and takes strength and pin point timing to throw well. Practice the the spin-revolve-release sequence to get the feel of it.

During your spin, you collect speed by rotating the joystick slightly faster than the hammer.

Time your release carefully. Try to throw the hammer straight down the field, as a straight throw can add as much as three metres to your distance.

Think Gold!

- Watch your footwork - avoid the "on-the-line" fouls.
- Practice and mentally mark your ideal release position.

HURDLES

This event requires the competitor to run 100 metres and clear ten 1.067 metre high barriers. Each runner runs in his own lane during the race. Although you are running against a computer competitor, what counts is not whether you or your computer competitor crossed the winning line first, but your time relative to that of the other athletes in the race.

Joystick Controls

1. The screen shows two runners walking towards their running lanes. Press and hold the joystick button to get the runners in a "get set" position.
 2. Wait for the starting gun before releasing the joystick button. This starts you racing.
 3. To increase your speed move the joystick left and right faster in time with the runner's feet.
 4. When approaching the hurdle, press the joystick button to jump.
- Note: If your runner is out of step you will stumble or fall over the hurdle and be disqualified. If you hold the joystick button, you'll get a longer jump but you'll tire more easily.
5. After you finish jumping over all ten hurdles, speed through to the finish line.

Medal Winning Moves

After completing your first hurdle in competition play, follow these steps:

1. Your runners slow down to a walk after crossing the finish line. Press the joystick button to see your time for the race.

Note: Your computer competitor's time is not shown.

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